

GAMEBOY ADVANCE

AGB-BNUE-USA



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.

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Rev-D (L)



Mild Cartoon Violence

LICENSED BY



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THE STORY SO FAR

When Professor Calamitous steals Jimmy Neutron's plans for the 'Neutronic Reality Projector', the evil genius constructs his own 'Reality Projector' to recruit an inter-dimensional band of baddies made up of Vlad Plasmius, Plankton, and Denzil Crocker. Collectively known as the Evil Syndicate, this fearsome-foursome combine their dastardly powers to create the diabolical Doomsday Device. Hopelessly outnumbered, Jimmy Neutron scours the multi-verse for a little help of his own, drafting Danny Phantom, Timmy Turner, and SpongeBob SquarePants to defeat the villainous Syndicate and destroy the dangerous Doomsday Device once and for all!

SET UP

1. Turn **OFF** the power switch on your **Nintendo® Game Boy® Advance**. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of *Nicktoons: Unite!* into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn **ON** the power switch. The title screen should appear (if you don't see it, begin again at step 1).
4. When the title screen appears, press **START** to proceed to the Main Menu.

CONTROLS

BUTTON	ACTION
+Control Pad	Character Movement, Aim Up, Down, Left or Right
+Control Pad Down	Look Down
+Control Pad Up	Look Up
	Change Character – When in front of a Character Teleporter
	Complete Course – When in front of an End Level Portal
A Button	Jump
A+A Button	Double Jump
B Button	Shoot
R Button	Activate Special Skills
L Button	Swap Characters
START	Start Game/Pause Menu



MAIN MENU

Use the Control Pad and A Button to choose from the following:

Main Menu

► Play Game
Options

SELECT

Successfully completing a level provides a password. Passwords can be entered on the Continue Game Screen.

Play Game – Begin a game of *Nicktoons: Unite!*

Options – Customize your game with the following options:

- **Music** – Turn background music ON or OFF.
- **SFX** – Turn sound effects ON or OFF.



ROLL CALL



Jimmy Neutron: In addition to his high-flying rocket pack, Jimmy carries a powerful freeze ray, which can put enemies out cold!



Danny Phantom: Danny is a ghostly kid who can use his phantom powers to slip through a certain type of door. He can also shoot globules of ectoplasmic goo at his foes.



Timmy Turner: Timmy's 'Fairy God Parents' turn into a pair of pink and green balloons that carry him high into the sky. He can also make wishes, turning any enemy into a useful pick up.



SpongeBob SquarePants: The number one patty maker under the sea, SpongeBob can soak up and squirt water at his foes as well as squeeze through the smallest of holes at will.

GAME PLAY

The green meter in the top left hand corner shows the controlled character's current health. When the meter is reduced to zero the character will pass out and re-spawn at the nearest check point.



The blue meter in the bottom left hand corner shows the controlled character's current skill power. When the meter is empty the character can no longer perform their special skill.

Collect all 4 Nano-Chips in each level to activate the End of Level Transporter.

Destroy all 3 Calamitous Portals within the level to stop more enemies from entering the world.

Each level features three portals which must be shut down and four Nano-Chips which must be collected in order to exit the area. Each world you visit is under the control of one of the Syndicate of Evil Bosses. You will need to defeat all of them if you are to prevent the Doomsday Device from being activated.

THE EVIL SYNDICATE



Professor Calamitous: The villainous Professor is closer than ever to ruling the universe. The only way to stop this evil genius is to defeat each of his inter-dimensional cohorts in crime.



Vlad Plasmius: The ghoulish Vlad is a devious opponent, sending doppelgangers that must be destroyed before the real Vlad can be defeated.



Crocker: Track down Timmy's teacher at the school. Just be sure to keep a close eye on his movements—he'll try to hide from you between attacks. And to make things worse, Nega-Timmy is on the rampage too!



Plankton: This miniature megalomaniac has been enlarged and enraged. Take him on if you dare—but beware of his microscopic minions!



Vlad's Plasmanimals: The repulsive product of Vlad's demented brain, these gross looking ghosts are nothing more than simple pack animals that wander aimlessly around looking for victims.



Fearsome Phantoms: These airborne spirits can really knock the fright out of you—beware their sudden swooping attacks and ectoplasmic shots!



El Matador: The El Matador spirit is a fearsome foe combining a powerful ectoplasmic missile shot with some fast and furious flying.



Jellyfish: These gelatinous jigglies pack a mean sting on anyone who gets in their way—avoid their torturous tentacles at all costs.



Thug Fish: Known for their brawn and not their brain, these fishy fiends love to play rough—so don't get too close!



Macro Plankton: While these microscopic minions are a royal pain in the chum bucket, perseverance and good aim are the key to their defeat.



Nega-Timmy: Timmy's anti-matter doppelgangers dislike their duplicate and will attack on sight!



Automatic Defense Systems: Mindless machines they may be but Calamitous has set them to shoot on sight! It would be best to try and take these out from a distance before you wander into their range.

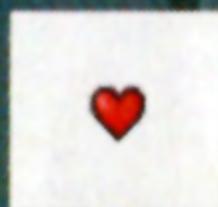


Nano-Chip Controlled Pants: Another one of Jimmy's inventions that Calamitous is using against him! Slow but deadly – don't let them kick you out of town!



Half Finished Robots: These cybernetic servants of Calamitous may be half finished but they're all dangerous. They move in tightly controlled patterns so make sure you watch their behavior before you throw yourself into the deep end.

THINGAMAJIGS



Small Health Pick Up: Recovers some but not all of your currently controlled character's health.



Large Health Pick Up: Recovers all of your currently controlled character's health.



Danny Phantom Ectoplasm: Danny Phantom can use this ghostly goo to fuel his special skill.



Jimmy Neutron Jet Pack: Jimmy Neutron can pick up this pack to power up his home-made Jet Pack.



Timmy Turner OddParent Balloons: These allow Timmy Turner to call upon his Fairy OddParents to turn into balloons and give him a lift.



Character Teleporter: The player can swap between characters wherever they see this icon. Stand in front of the teleporter and press up in order to access the character select screen.



Calamitous Portal: These are the portals Calamitous uses to siphon power to his 'Doomsday Device'. Each level contains three of these dangerous portals – all of which must be destroyed!



Button: Press these buttons by running into them. Each button will either open a door, activate a warp, or switch off a hazard. (If you get stuck on a level, check to see if you still have a button that needs activating—it may open up a path for you to follow).



Projector Portal: Once a level is complete the player can exit the map by standing in front of the Projector Portal and pressing up.

CREDITS

Climax

Producer
Jim Walker

Lead Programmer
Will Baker

Programming Team
Ewen Graham
Mark Lyhane
Tony Mack
Robert Swan

Lead Artist
Richard Turner

Art Team
Steven Herft
Saul Marchese
Pete Maton
Mike Oakley
Jerry Smith
Vanessa Wells
Rob Wilmot

Lead Designer
Dale Strachan

Design Team
Jake May
Eamon Murtagh
Doug Townsley

Music & Sound Effects
Matt Simmons

President
Simon Gardner

Technical Director
Chris Keegan

Design Director
Damian Hosen

Art Director
James Brace

Project Director
Philip James

THQ Inc.

Project Manager
Josh Austin

Creative Manager
Scott Rogers

Licensor Manager
Stephanie Wise

Art Director
Thom Ang

Technical Director
Peter Andrew

Director, Product Development
Mark Morris

Production Resources Manager
Jenae Pash

Sr. Vice President, Product Development
Philip Holt

Director, Quality Assurance
Monica Vallejo

QA Manager
Mario Waibel

Test Supervisor
David Sapienza

Test Lead
Amin Razi

Testers
Michael O' Riley
Earl Collins
Bryan Stevenson

First Party Supervisor
Evan Icenbice

First Party Specialists
Adam Affronti
Joel Dagang
Todd Thommes
Scott Ritchie

QA Technicians
Richard Jones
David Wilson

Mastering Lab Technicians
Charles Batarse
Glen Peters
Anthony Dunnet
Thomas Arnold

Database Applications Engineer

Jason Roberts

Game Evaluation Team

Sean Heffron

Scott Frazier

Matt Elzie

Bryan Williams

Senior Vice President, Worldwide**Marketing**

Peter Dille

Director of Global Brand Management

John Ardell

Senior Product Marketing Manager

Danielle Conte

Product Marketing Manager

Jeremy Taylor

Global Senior Media Relations Manager

Kristina Kirk

Media Relations Manager

Kathy Mendoza Bricaud

Media Relations Coordinator

Gretchen Armerding

Director, Creative Services

Howard Liebeskind

Manager, Creative Services

Kirk Somdal

Creative Services Coordinator

Melissa Donges

Instruction Manual

John E. Deaver

Package & Manual Design

Beeline Group

Special Thanks

Brian Farrell

Jack Sorensen

Tiffany Ternan

Germaine Gioia

Leslie Brown

Brandy Carrillo

Amy Bernardino

Jenni Carlson

Nickelodeon Interactive**SVP of Entertainment Products**

Steve Youngwood

Senior Director of Interactive

Stacey Lane

Manager of Interactive

Stephanie Bond

Coordinator of Interactive

Dan Boldin

VP/Creative Director Licensing

Tim Blankley

Creative Director of Entertainment Products

Daniel Moreton

Senior Designer of Interactive

Rob Lemon

Junior Designer of Interactive

Jason Di Orio

Senior Manager, Copy/Content

Debra Krassner

Coordinator, Copy/Content

Kristen Yu

Nickelodeon would like to thank:

Justine Briskman

Leigh Anne Brodsky

Michele Caruso

Manny Galan

Russell Hicks

Linnette Pastori

Lori Szuchman

Geoff Todebush

Stavit Young

Chezza Zoeller

We would like to thank:

Eric Coleman

Rico Hill

Sergio Cuan

Butch Hartman

Stephen Hillenburg

Steve Oedekerk

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Agoura Hills, CA 91301

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